IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method, comprising:

enabling execution of a multi-player game application on a master cellular telephone by allocating a master license and at least one shareable license to the master cellular telephone;

enabling execution of the multi-player game application on a shareable device, by executing the application on the master cellular telephone and by allocating the shareable license to the shareable device, wherein the sharable device comprises a second cellular telephone;

receiving a query at the master cellular telephone to determine current execution of the application; and

terminating execution of the application on the shareable device after failing to receive a response verifying current execution of the application on the master cellular telephone.

- 2. (Previously Presented) The method of claim 1, further comprising: allocating a plurality of shareable licenses including the shareable license to the master cellular telephone.
- (Original) The method of claim 2, further comprising:
 allocating the plurality of shareable licenses to a corresponding plurality of shareable devices.
- 4. (Canceled)
- 5. (Previously Presented) The method of claim 1, further comprising: receiving a response at the shareable device to verify the current execution of the application.

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6. (Canceled)

7. (Previously Presented) The method of claim 1, further comprising:
discovering the existence of the master cellular telephone and the application by the shareable device; and

receiving the application by the shareable device.

8. (Currently Amended) An article comprising a machine-accessible medium having associated data, wherein the data, when accessed, results in a machine performing:

enabling execution of <u>a multi-player game application</u> an application on a master <u>cellular</u> <u>telephone</u> device by allocating a master license and at least one shareable license to the master <u>cellular telephone</u> device; and

enabling execution of the <u>multi-player game</u> application on a shareable device, <u>by</u> executing the application on the master cellular telephone and by allocating the shareable license to the shareable device, <u>wherein the sharable device comprises a second cellular telephone</u>; only for so long as the application is being executed on the master device.

receiving a query at the master cellular telephone to determine current execution of the application; and

terminating execution of the application on the shareable device after failing to receive a response verifying current execution of the application on the master cellular telephone.

9. (Original) The article of claim 8, wherein enabling the execution of the application on the master device further includes:

storing a master license code associated with the master license in the master device; and storing a shareable license code associated with the shareable license in the shareable device.

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(Original) The article of claim 8, wherein enabling the execution of the application on 10. the master device further includes:

augmenting the application to include an application code to check against a master license code stored in the master device.

11. (Original) The article of claim 8, wherein the data, when accessed, results in the machine performing:

receiving an option to upgrade the shareable device to operate as a second master device.

12. (Original) The article of claim 8, wherein the data, when accessed, results in the machine performing:

terminating execution of the application on the shareable device by revoking the shareable license.

13-41. (Canceled)